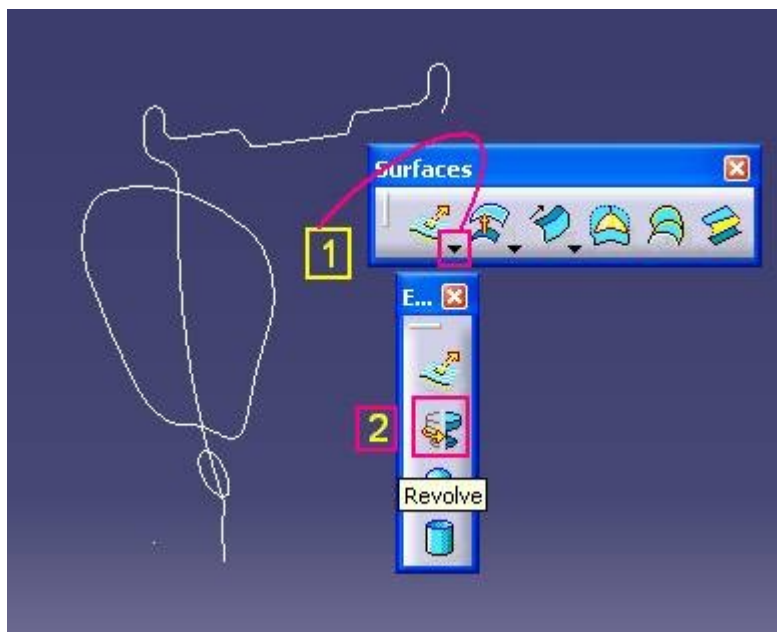


Open the [3d_curves_wheel_rim.rar](#) file

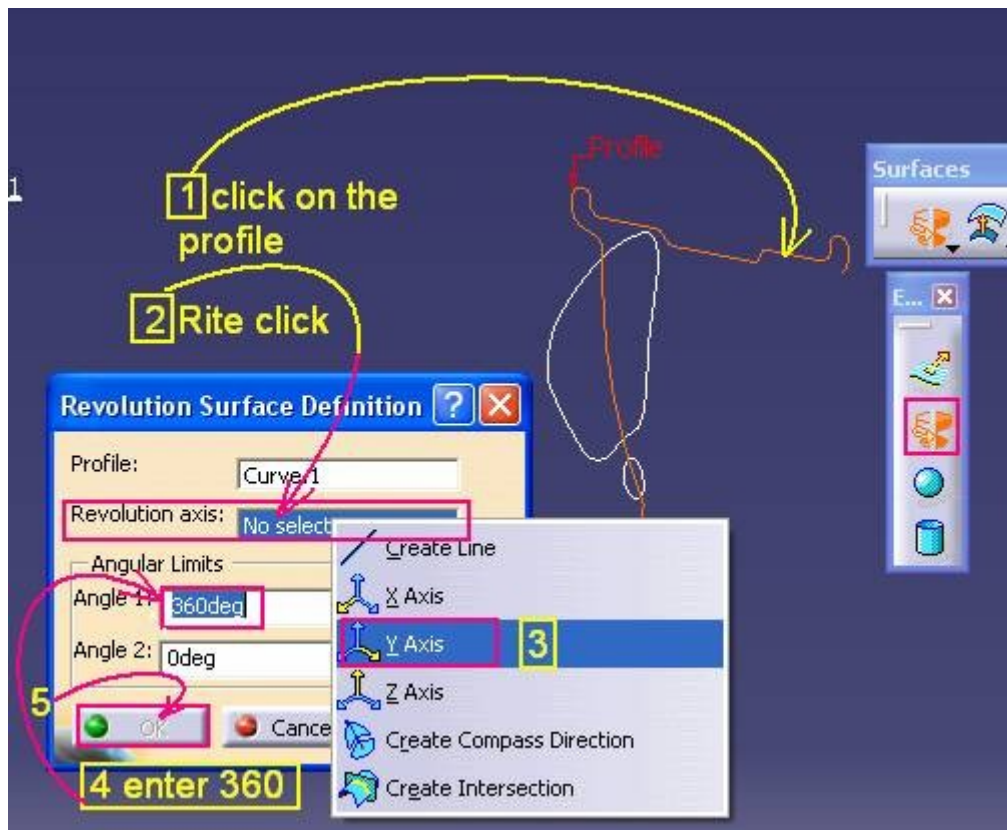


Step1:

Open the downloaded file.



Step2:

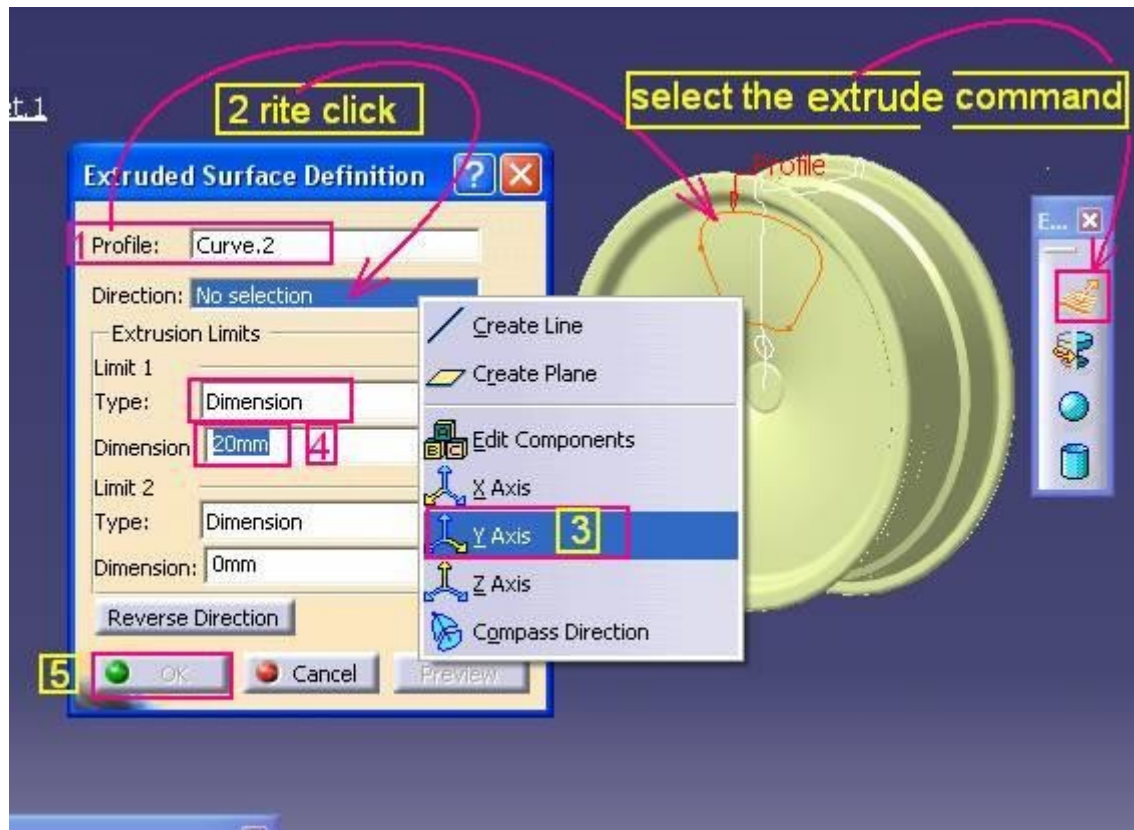


Result will be like this:

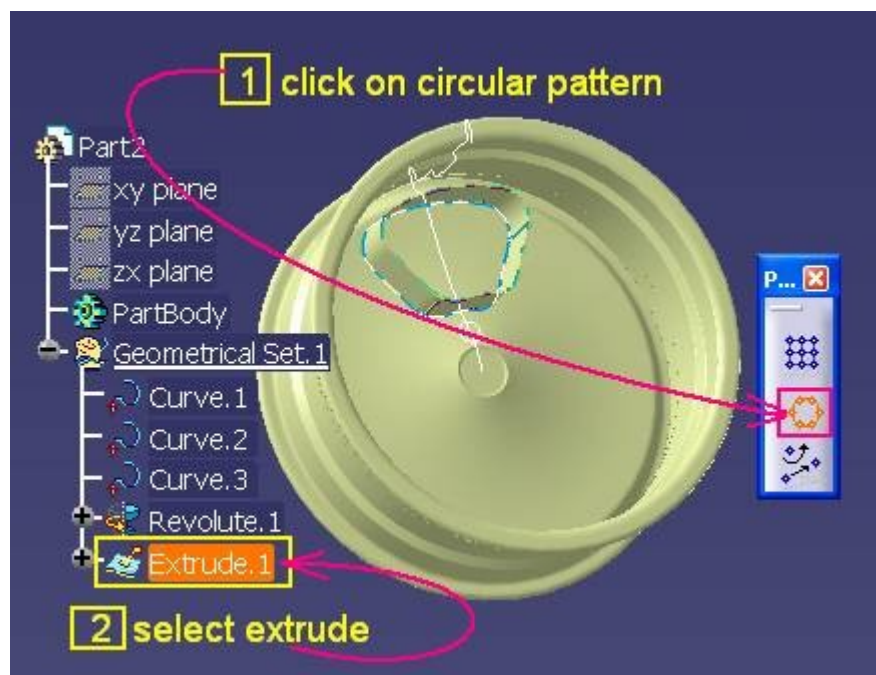


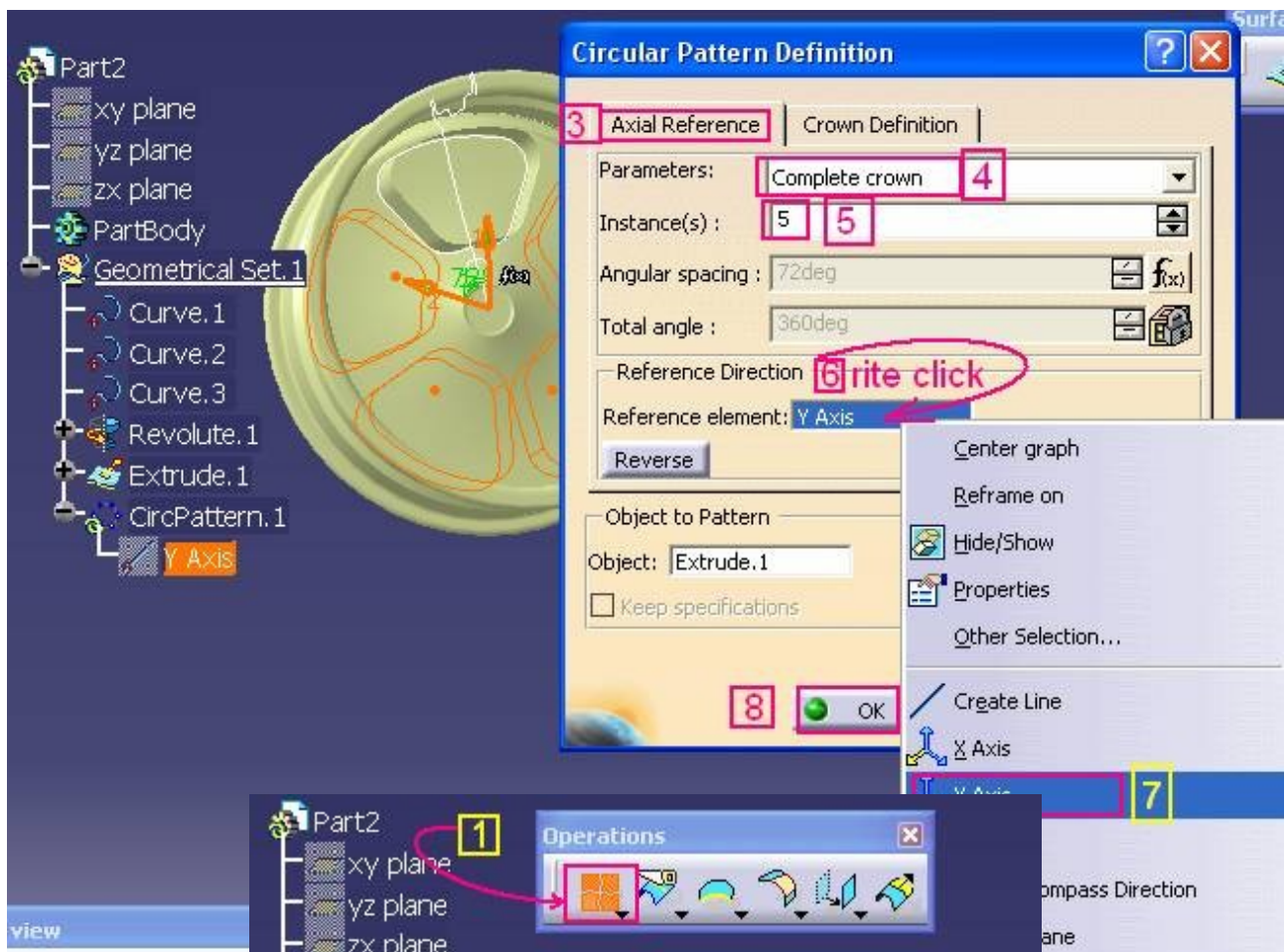
Step3:

If the extrude direction should be inside the rim. If it is not like this then use the reverse direction button.

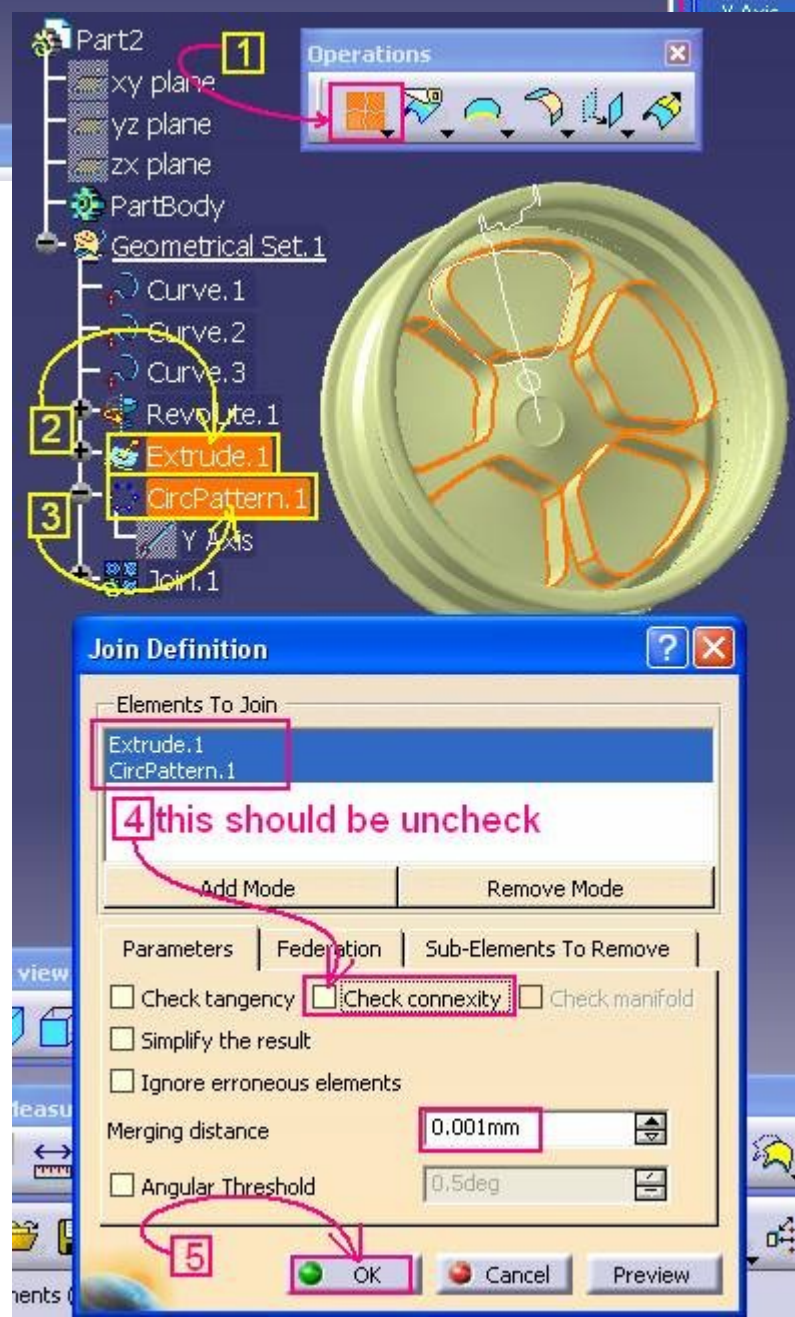


Step4:

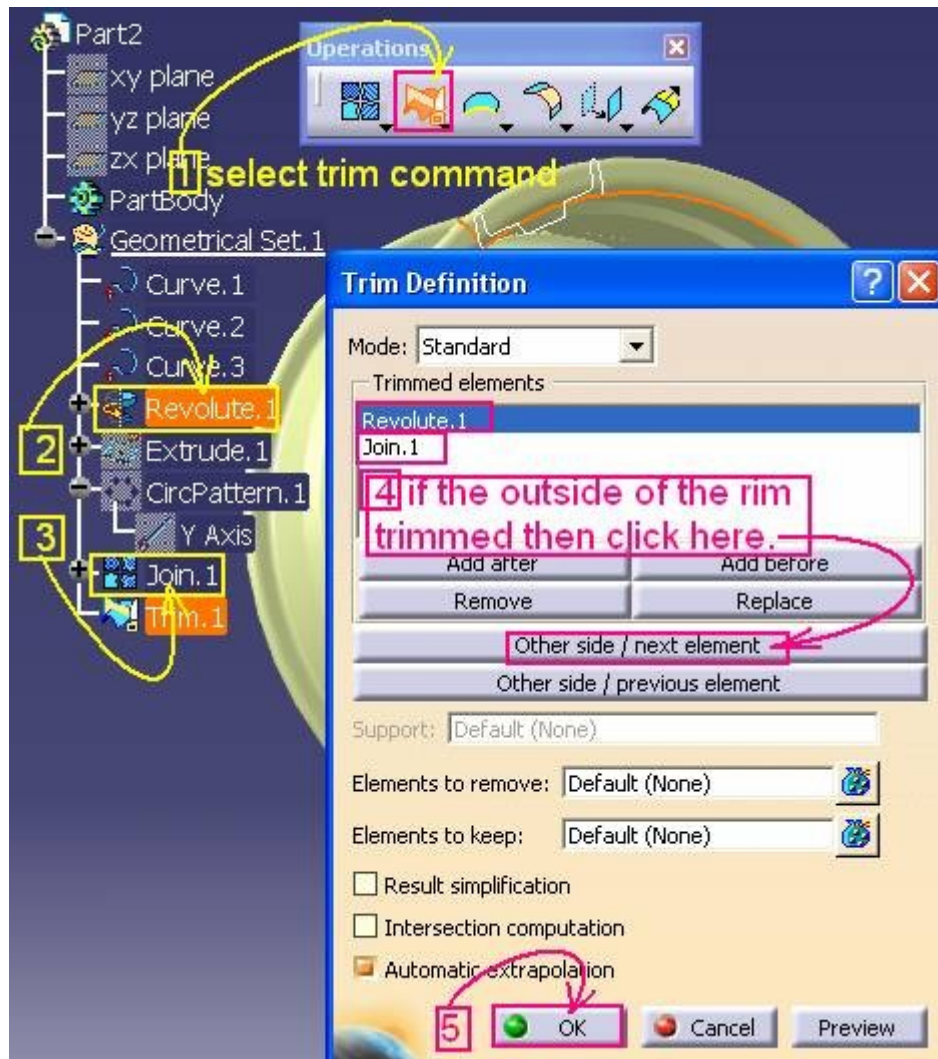




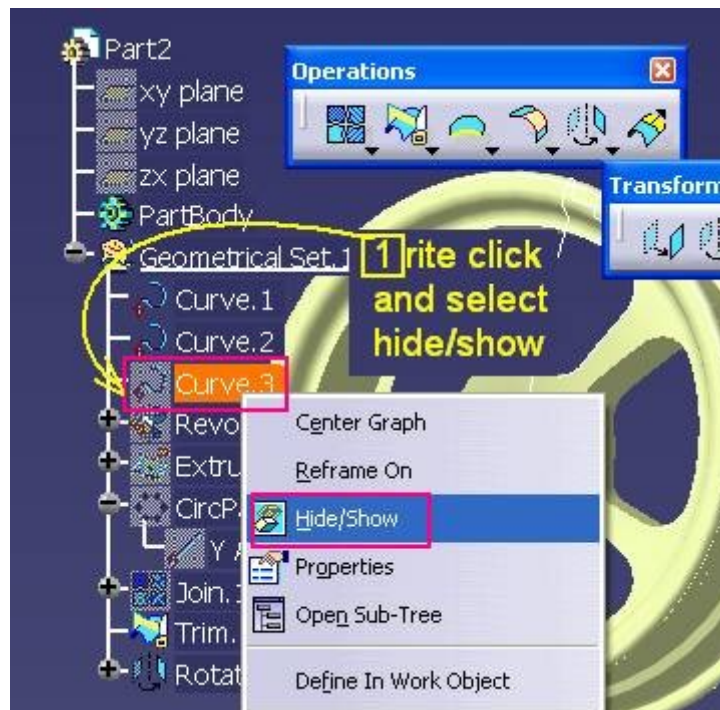
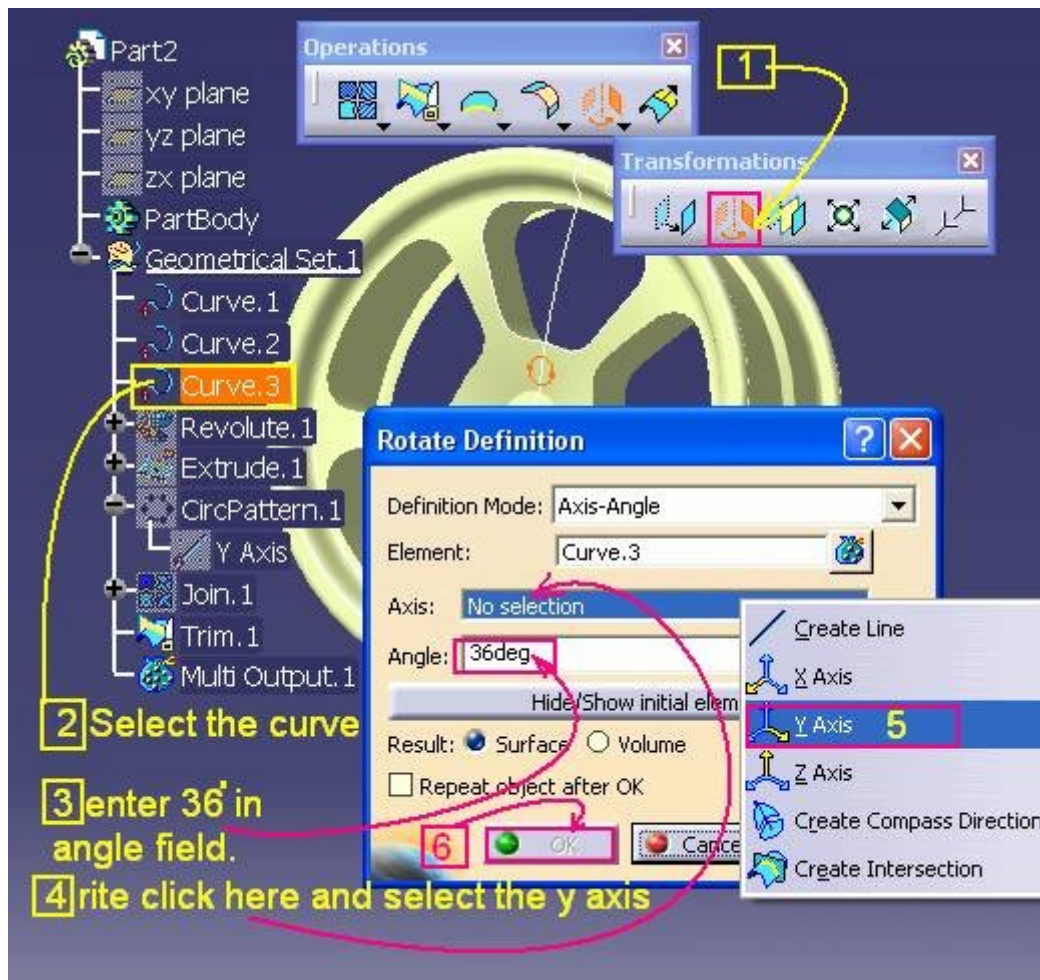
Step5:



Step6:

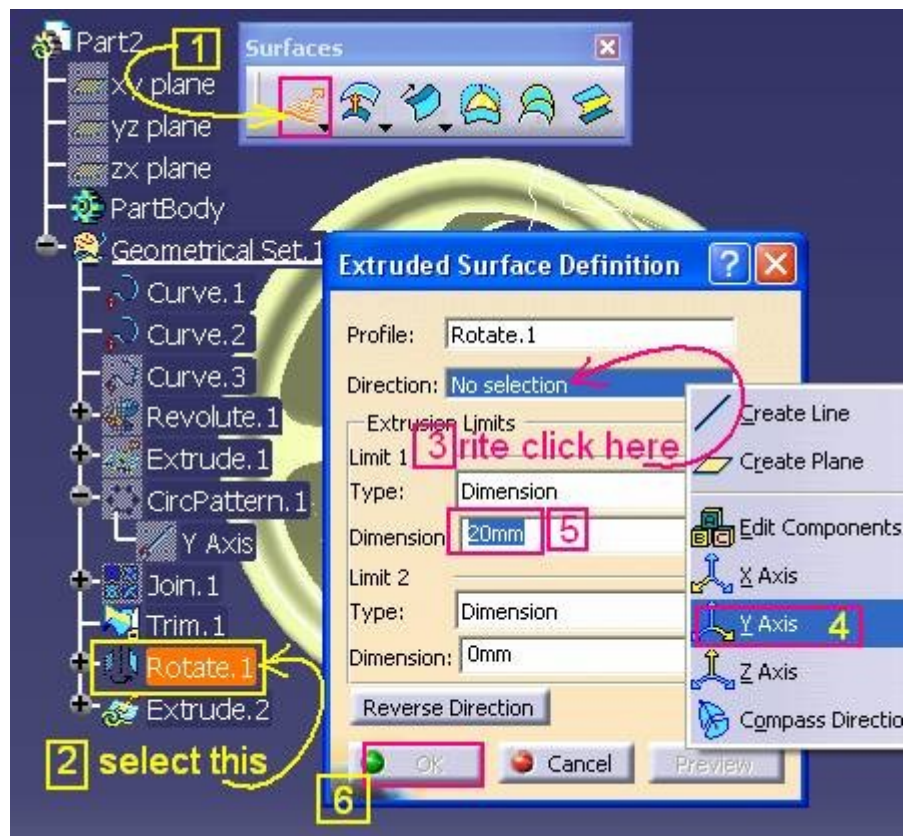


Step7:

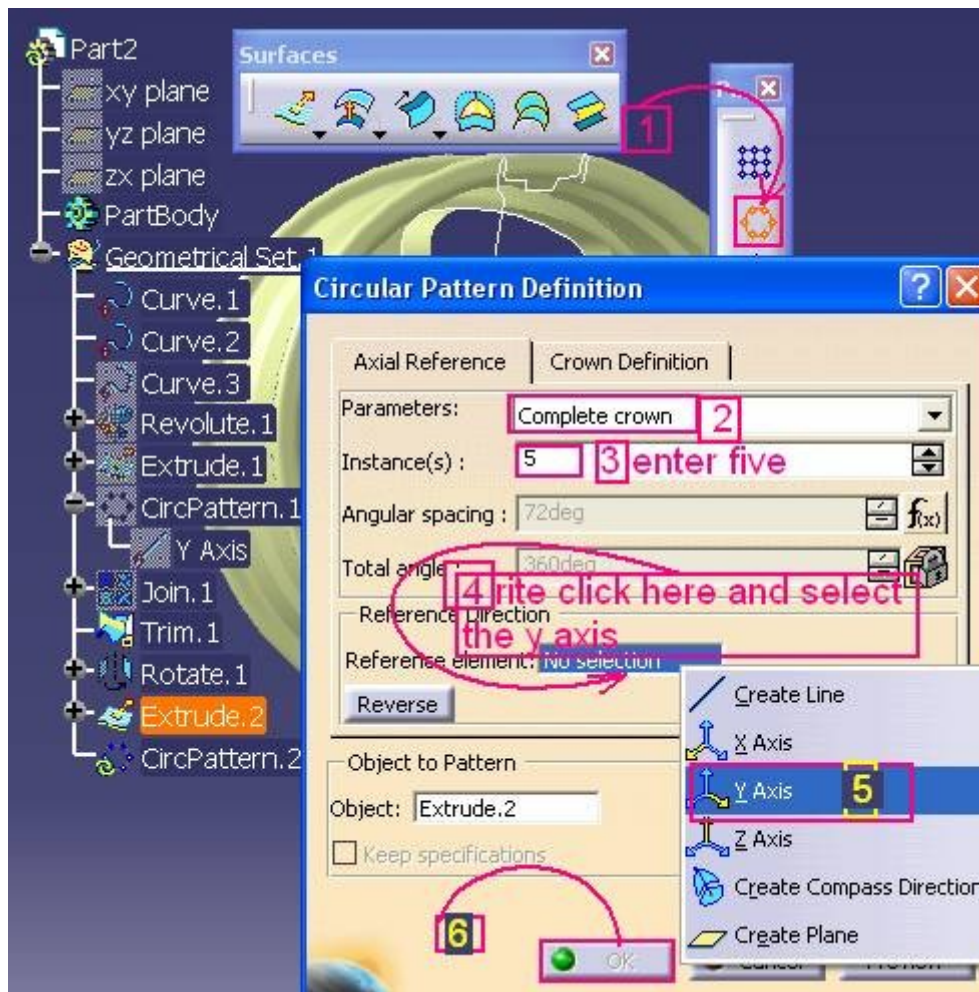


or you can delete curve 3.

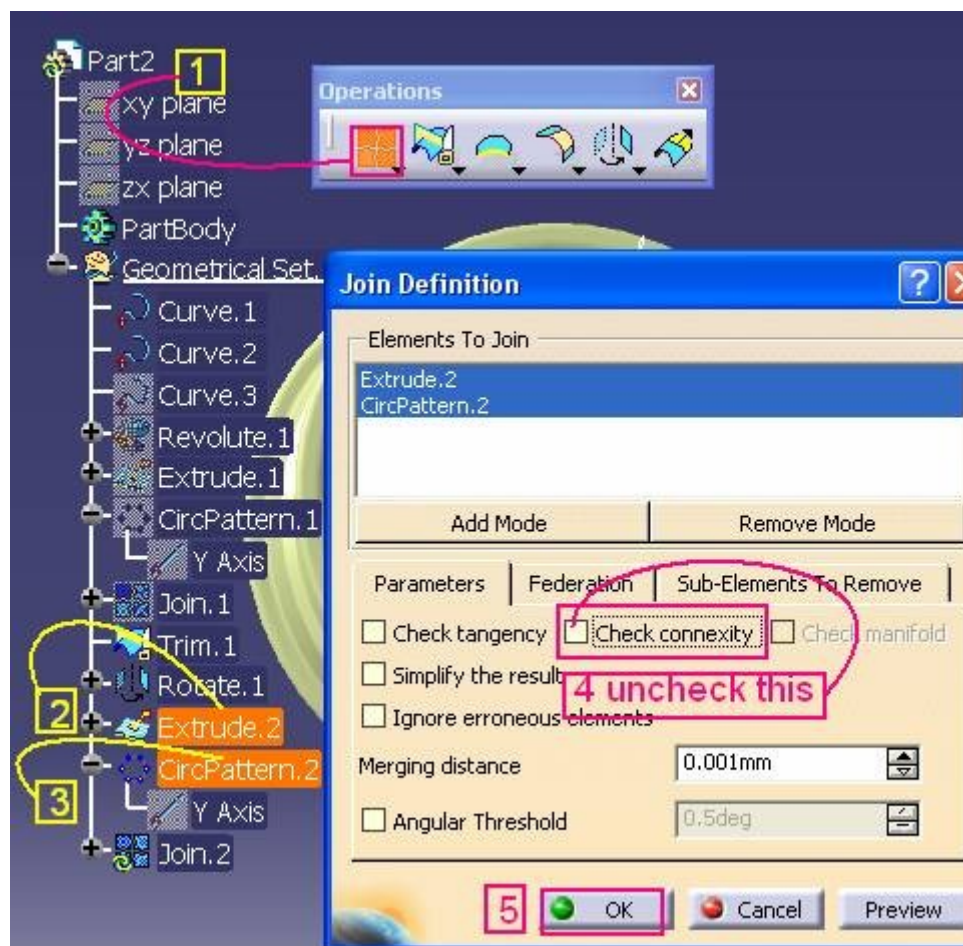
Step 8:
Here I will do the same that have done in step 3

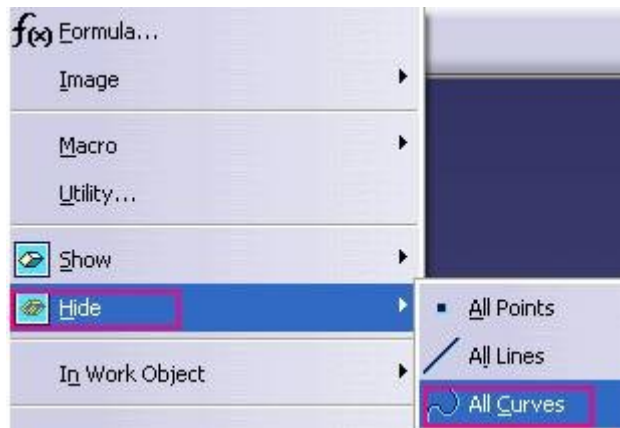


Step 9:

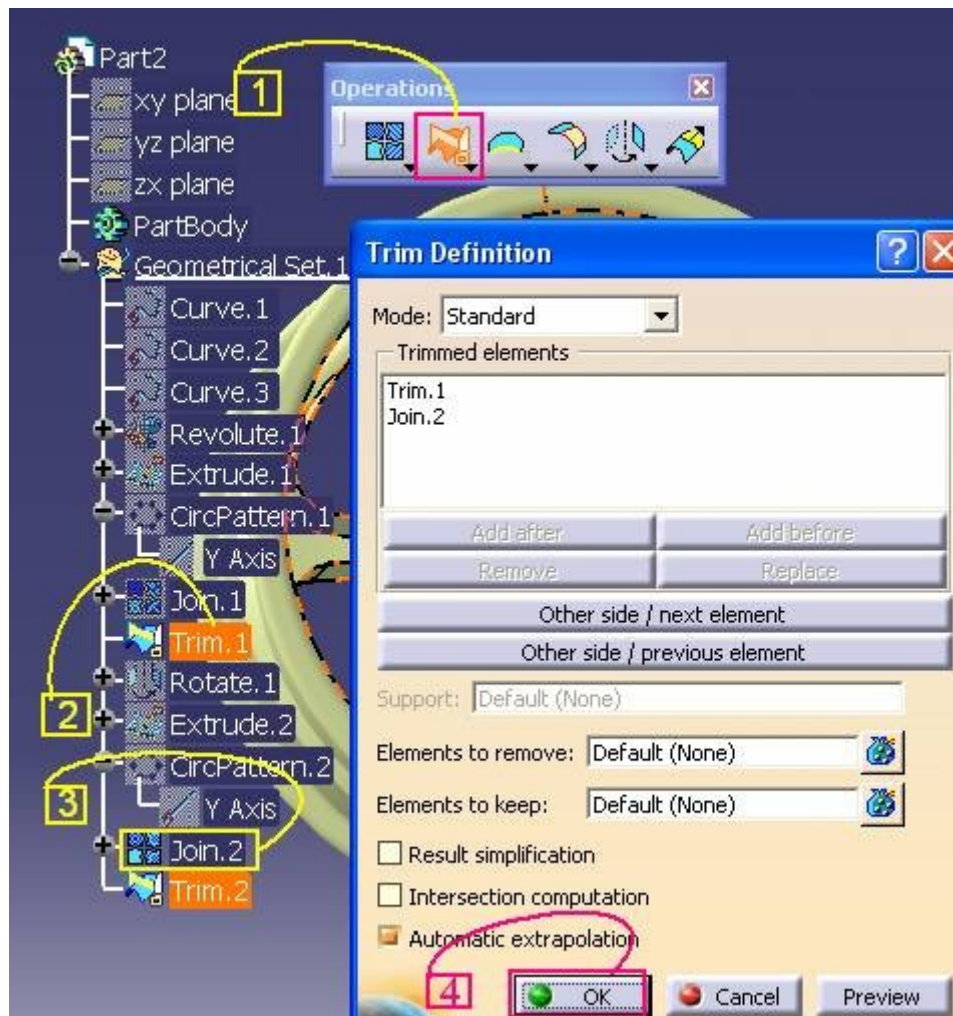


Step 10:



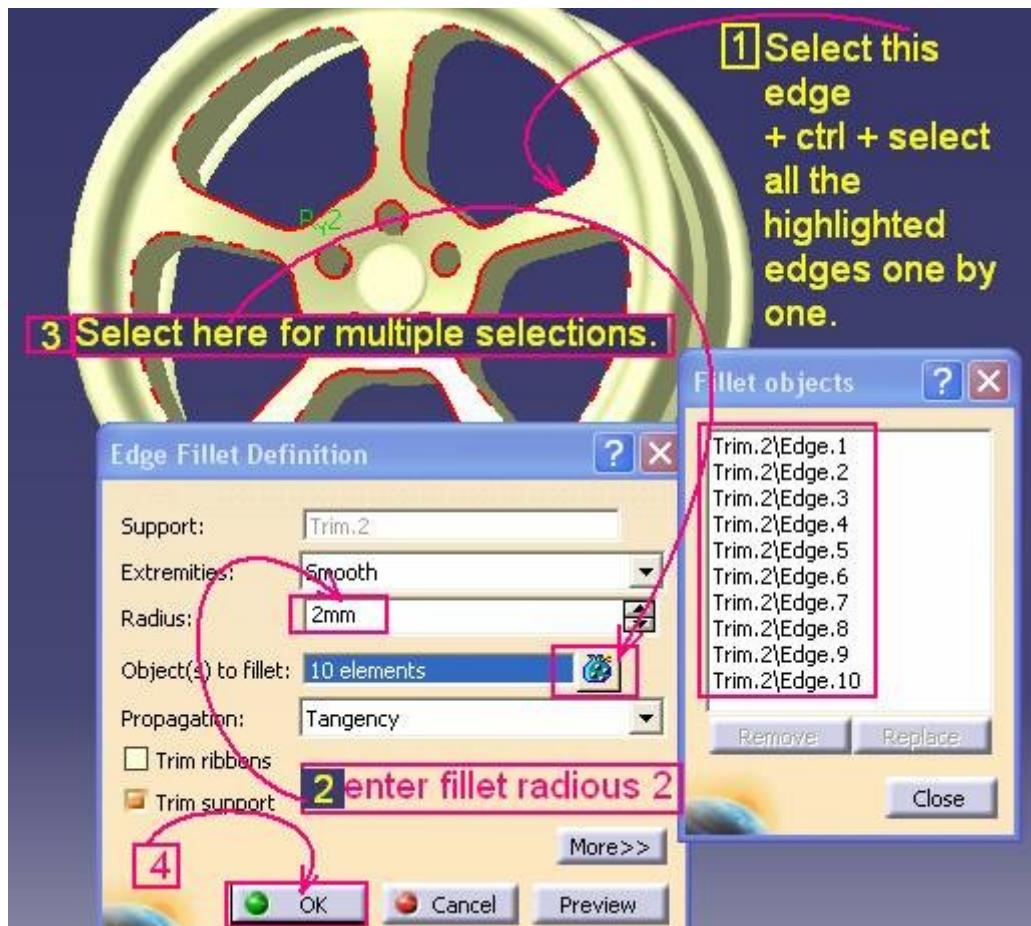


Step 11:



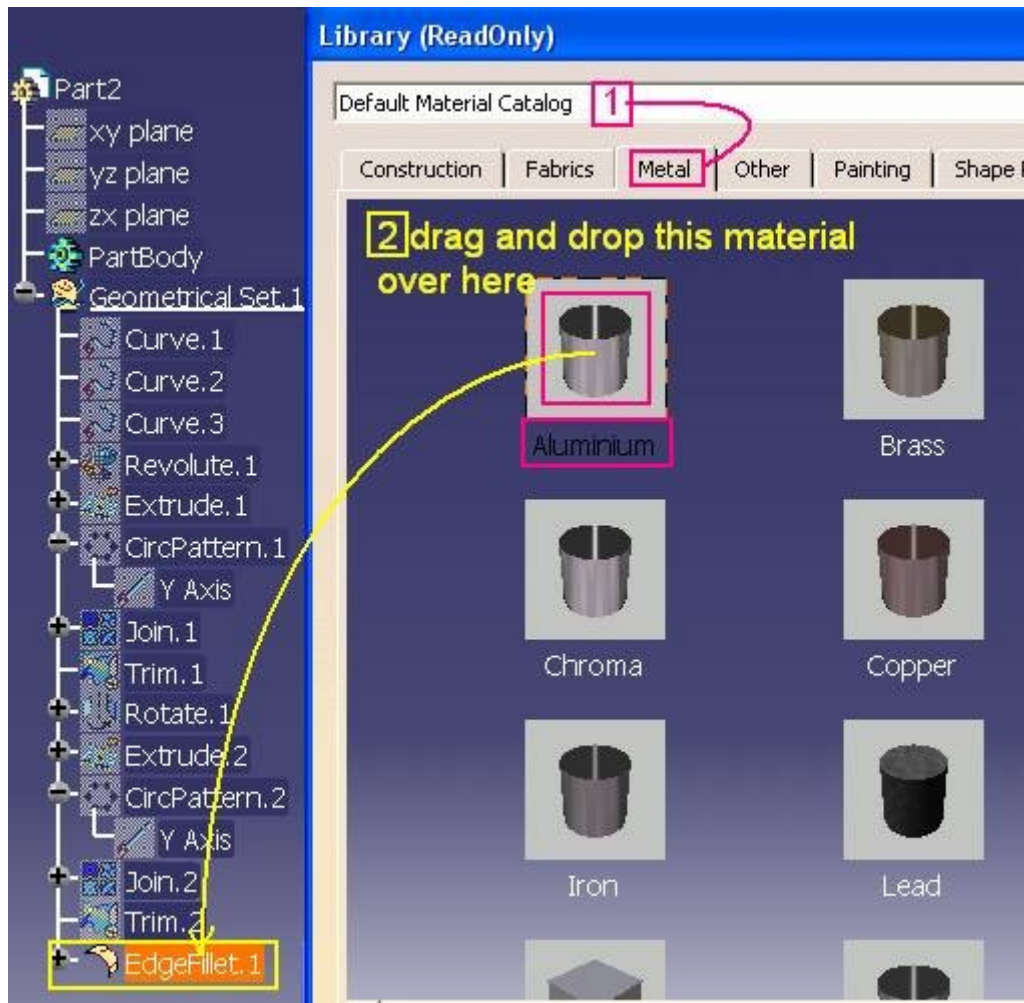
Step 12:





Step 12:

At bottom right corner of catia window you can find the command panel. Go to command panel and type c:apply material . Material library dialogue box will open. Here you can find a lot of materials.



Congratulation you have completed this assignment. And I hope you have learned some basic surface modeling techniques.